

CLAIMS

What is claimed is:

1. A gaming device, the gaming device comprising:
 - (A) at least one game apparatus, the game apparatus allowing a player to place a wager and play a game, the game apparatus configured to produce a bonus-activating event;
 - (B) at least one bonus display, the bonus display comprising:
 - (a) a plurality of bonus prize displays,
 - (b) at least one moveable indicator, the indicator being adapted to move relative to the bonus prize displays and selectively indicate at least one of bonus prize display by moving proximate the position of the indicated bonus prize display;
 - (C) at least one player input device, the player input device allowing the player to stop the moveable indicator;
 - (D) at least one controller in communication with at least one bonus prize display, the controller being configured to:
 - (a) detect a bonus activating event;
 - (b) detect the position of the moveable indicator;
 - (c) determine a bonus prize; and
 - (d) cause a bonus prize display proximate the moveable indicator to convey the bonus prize.

2. The gaming device of claim 1 wherein the gaming apparatus further comprises a controller for providing random gaming outcomes.
3. The gaming device of claim 1 wherein the controller is further adapted to cause at least 5 one of the bonus prize displays that are not proximate to the moveable indicator to display prizes.
4. The gaming device of claim 1 wherein the bonus prize displays are in a linear arrangement and the moveable indicator moves linearly.
5. The gaming device of claim 1 wherein the bonus prize displays are in a vertical arrangement.
6. The gaming device of claim 1 wherein the bonus prize displays are in a horizontal arrangement.
7. The gaming device of claim 1 wherein the bonus prize displays are in a non-linear arrangement and the moveable indicator moves non-linearly.
8. The gaming device of claim 1 wherein the controller is further configured to cause the bonus prize display proximate the position of the moveable indicator to display the bonus prize after the player has stopped the moveable indicator.

9. The gaming device of claim 8 wherein the bonus prize displays comprise at least one LED meter.

10. The gaming device of claim 1, further comprising a drive mechanism attached to the indicator, the controller being further configured to cause the drive mechanism to change the position of the indicator.

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11. The gaming device of claim 10, wherein the drive mechanism comprises a worm gear and a motor, the moveable indicator being rotatably coupled to the worm gear and the motor being coupled to the worm gear, wherein the motor is configured to cause the worm gear to rotate thereby causing the indicator to move along a longitudinal axis of the worm gear.

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12. The gaming device of claim 1 wherein the bonus prize displays appear on a moveable member.

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13. The gaming device of claim 12 wherein the bonus prize displays comprise fixed prize indicia.

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14. The gaming device of claim 12 further comprising a bonus display actuator coupled to the moveable member, the bonus display actuator in communication with the controller, wherein the controller stops the moveable surface so that the bonus prize is displayed proximate the moveable indicator.

15. The gaming device of claim 14 wherein the bonus display actuator comprises a stepper motor.

5 16. The gaming device of claim 14, further comprising a moveable indicator actuator coupled to the indicator, wherein the indicator actuator is coupled to the indicator by a shaft, wherein the bonus display actuator is coupled to the moveable member by a shaft, wherein at least one of the bonus display actuator shaft and the indicator actuator shaft is hollow and the other shaft is located inside the hollow shaft.

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17. The gaming device of claim 12 wherein the moveable member is moved after the bonus activating event and wherein the controller stops the moveable member so that the bonus prize is displayed proximate the moveable indicator, and wherein the position of the moveable indicator has no effect on the determination of the bonus prize.

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18. The gaming device of claim 1 wherein the moveable indicator comprises a physical indicator.

20 19. The gaming device of claim 1 wherein the player may selectively position the moveable indicator.

20. A method of operating a gaming device, comprising, but not necessarily in the order shown:

(A) providing a plurality of bonus prize displays, each bonus prize display being
5 configured to display a bonus prize;

(B) allowing a player to place a wager and play a game;

(C) producing a bonus activating event;

(D) providing a player input device;

(E) providing a moveable bonus indicator;

10 (E) allowing the player to stop the moveable bonus indicator by providing input through the player input device;

(E) indicating at least one of the bonus prize displays using the moveable bonus indicator;

(F) determining a bonus prize; and

15 (H) awarding the player the bonus prize.

21. The method of claim 20 further comprising displaying the bonus prize in the bonus prize display proximate the position of the moveable bonus indicator.

20 22. The method of claim 20 further comprising randomly positioning the moveable bonus indicator if the player has not activated the player input device within a predetermined period.

23. The method of claim 20 wherein the bonus prize displays appear on a moveable member, further comprising:

(A) determining a particular bonus prize display to convey a bonus prize;

(B) moving the moveable member;

5 (C) stopping the moveable member so that the particular bonus prize display is proximate, and therefore indicated by, the bonus indicator.

24. The method of claim 23 wherein the bonus prize displays comprise fixed prize indicia, wherein the moveable member is stopped after the player has activated the player input 10 device.

25. The method of claim 20 wherein the bonus prize displays comprise changeable displays.

26. The method of claim 20 wherein the bonus prize displays comprise fixed prize indicia.

15 27. The method of claim 20, wherein the bonus prize is displayed after the player activates the player input device.

28. The method of claim 20 wherein the player's activation of the player input device does 20 not affect the determination of the bonus prize.

29. The method of claim 20, further comprising causing at least one bonus prize display that is not proximate the moveable bonus indicator to display a second bonus prize.

30. The method of claim 20 wherein the moveable bonus indicator comprises a physical indicator.

5 31. The method of claim 20 wherein the player may selectively position the moveable bonus indicator.

32. A gaming device, comprising:

- (A) a plurality of bonus prize display means for displaying bonus prizes;
- (B) indicator means for indicating at least one bonus prize display means, the indicator means comprising a moveable indicator;
- 5 (C) input means for allowing a player to stop the indicator means;
- (D) means for causing the indicator means to move;
- (E) means for determining a bonus prize;
- (F) means for detecting the position of the indicator means; and
- (G) means for displaying the bonus prize on a bonus prize display means proximate 10 the position of the indicator means.

33. The gaming device of claim 32 further comprising moveable display member means for moveably displaying the bonus prize display means.

15 34. The gaming device of claim 33 further comprising a means for moving the moveable display member means.

35. The gaming device of claim 34 further comprising means for controlling the movement of the moveable display member means.

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36. The gaming device of claim 32 wherein the indicator means comprises a physical indicator.

37. A gaming system, comprising:

- (A) at least one game apparatus, the game apparatus comprising:
 - (a) at least one gaming outcome display positioned to be visible to a player, the gaming outcome display being configured to display an outcome of a game; and
 - (b) at least one game apparatus controller in communication with the gaming outcome display, the game apparatus controller being programmed to allow a player to play the game and cause the outcome of the game to be displayed on the gaming outcome display; and
- (B) at least one display device, the display device comprising:
 - (a) plurality of bonus displays positioned to be visible to the player, each bonus display being configured to selectively display at least one prize;
 - (b) at least one moveable bonus indicator in close relative proximity to the plurality of bonus displays, the bonus indicator being configured to selectively indicate at least one bonus display;
 - (c) at least one movement mechanism coupled to the bonus indicator, the movement mechanism being configured to cause the bonus indicator to move relative to the plurality of bonus displays;
 - (d) at least one selector, the selector being configured to allow the player to stop the bonus indicator; and
 - (e) at least one display device controller in communication with each of the bonus prize displays, the movement mechanism, and the selector, the display device controller being configured to:

- 5 (i) detect when the selector has been activated;
- (ii) cause the movement mechanism to stop the bonus indicator when the selector is activated;
- (iii) randomly determine a prize; and
- (iv) cause the randomly determined prize to be displayed to the player by a bonus display proximate the position of the bonus indicator.

38. The gaming system of claim 37, wherein the bonus prize display comprises an LED meter.

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39. The gaming system of claim 37, wherein the prize awarded to the player is not influenced by the player activating the selector.

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40. The gaming system of claim 37, the display device further comprising a moveable bonus display member, wherein the bonus displays appear on the moveable bonus display member.

41. The gaming system of claim 40 further comprising a movement mechanism coupled to the moveable bonus display member.

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42. The gaming system of claim 41 wherein the moveable bonus display member movement mechanism comprises a shaft coupled to the moveable bonus display member, the bonus indicator movement mechanism comprises a shaft coupled to the bonus indicator, wherein at least one of the moveable bonus surface shaft and the bonus indicator shaft is hollow and the other shaft is located inside the hollow shaft.

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